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foveation and compression

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Circuits and Systems for Video Technology, IEEE Transactions on , Volume: 3 , Issue: 4 , Aug. 1993

Pages:291 - 301

[\[Abstract\]](#) [\[PDF Full-Text \(1112 KB\)\]](#) **IEEE JNL**
17 Image foveation based on vector quantization*Ebrahimi-Moghadam, A.; Shirani, S.;*

Data Compression Conference, 2003. Proceedings. DCC 2003 , 25-27 March ; Pages:426

[\[Abstract\]](#) [\[PDF Full-Text \(202 KB\)\]](#) **IEEE CNF**
18 Saliency-based multi-foveated MPEG compression*Dhavale, N.; Itti, L.;*

Signal Processing and Its Applications, 2003. Proceedings. Seventh International Symposium on , Volume: 1 , July 1-4, 2003

Pages:229 - 232

[\[Abstract\]](#) [\[PDF Full-Text \(341 KB\)\]](#) **IEEE CNF**
19 Rate control of foveated MPEG video*Reeves, T.H.; Robinson, J.A.;*

Electrical and Computer Engineering, 1997. IEEE 1997 Canadian Conference on , Volume: 1 , 25-28 May 1997

Pages:379 - 382 vol.1

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... It is assumed that the **foveation** points and regions are known aprior ... This structure provides the turbo encoder with very powerful **error correction** capabilities. ...

www.ece.utexas.edu/~bevans/courses/ee382c/projects/ spring02/sabir-tripathi/LitSurveyReport.pdf - [Similar pages](#)

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... Pattern of fixation (drifts, saccades, nystagmus). Percent **foveation** (30second visuoscapy). ... Refractive **Error Correction**, especially in high anisometropia. ...

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... 2.2.2. Region Of Interest (ROI) / **Foveation** ROI images or foveated images. ... is overcome by employing a uniformly distributed Forward **Error Correction** (FEC) scheme ...

www.csd.uwo.ca/faculty/barron/PAPERS/spie00.ps - [Similar pages](#)

Citations: Communication in the presence of noise - Shannon ...

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(1 citation ... The design of these **Error Correction** DNA strands is provided by ...

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Citations: The JPEG still picture compression standard - Wallace ...

... to the bitstream to allow for more effective **error correction** [9, 10, 51 ... **Foveation** Techniques and Scheduling Issues in Thinwire Visualization - Chang (1998) (1 ...

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TECHREPORT{YOSHIMI93a, AUTHOR = "BH Yoshimi and P. Allen", TITLE ...

... technique, the neural-gas network, together with an **error correction** scheme based ... Through strategies analogous to **foveation** and eye tracking in humans, these ...

www1.cs.columbia.edu/robotics/projects/visual_control/ papers/u-rhythmics-yoshimi-WRITE-BIB-latex.bib - 85k - [Cached](#) - [Similar pages](#)

Citations: A Tutorial on Hidden Markov Models and Selected ...

... Rimey and Brown [16] in which an augmented Hidden Markov Model was proposed for modelling the **foveation** path of ... Response **Error Correction** - A Demonstration of ...

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1 Adaptive foveation of MPEG video 97%



T. H. Reeves , J. A. Robinson

Proceedings of the fourth ACM international conference on Multimedia February 1997

2 Human-machine perceptual cooperation 87%



Francis K. H. Quek , Michael C. Petro

Proceedings of the SIGCHI conference on Human factors in computing systems May 1993

The Human-Machine Perceptual Cooperation (HMPC) paradigm combines a human operator's high level reasoning with machine perception to solve spatio-perceptual intensive problems. HMPC defines two channels of interaction: the focus of attention (FOA) by which the user directs the attention of machine perception, and context. As the user moves the FOA across a display via a pointing device, a smart cursor operates proactively on the data, highl ...

3 Modeling user behavior: Cognitive strategies and eye movements for 85%
searching hierarchical computer displays



Anthony J. Hornof , Tim Halverson

Proceedings of the conference on Human factors in computing systems April 2003

This research investigates the cognitive strategies and eye movements that people use to search for a known item in a hierarchical computer display. Computational cognitive models were built to simulate the visual-perceptual and oculomotor processing required to search hierarchical and nonhierarchical displays. Eye movement data were collected and compared on over a dozen measures with the "a priori" predictions of the models. Though it is well accepted that hierarchical layouts are easier to se ...



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3


4


5




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 Jack Tumblin , Jessica K. Hodgins , Brian K. Guenter
ACM Transactions on Graphics (TOG) January 1999
Volume 18 Issue 1
High contrast images are common in night scenes and other scenes that include dark shadows and bright light sources. These scenes are difficult to display because their contrasts greatly exceed the range of most display devices for images. As a result, the image contrasts are compressed or truncated, obscuring subtle textures and details. Humans view and understand high contrast scenes easily, "adapting" their visual response to avoid compression or truncation with no apparent ...
- 2** A wavelet approach to foveating images 100%

 Ee-Chien Chang , Chee K. Yap
Proceedings of the thirteenth annual symposium on Computational geometry
August 1997
- 3** Adaptive foveation of MPEG video 100%

 T. H. Reeves , J. A. Robinson
Proceedings of the fourth ACM international conference on Multimedia February 1997
- 4** Immersion in the world: First steps towards mutually-immersive mobile 95%

 telepresence
Norman P. Jouppe
Proceedings of the 2002 ACM conference on Computer supported cooperative work November 2002
Mutually-Immersive Mobile Telepresence uses a teleoperated robotic surrogate to